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56	Attorneys for Plaintiffs Blizzard Entertainment, Inc. and Valve Corporation			
7	•			
8	UNITED STATES DISTRICT COURT			
9	NORTHERN DISTRICT OF CALIFORNIA			
10	SAN FRANCISCO DIVISION			
11				
12	Blizzard Entertainment, Inc., and Valve	CASE NO	0. 3:15-cv-04084-CRB	
13	Corporation,	The Honorable Charles R. Breyer		
14	Plaintiffs,	DECLAR	ATION OF MARC E. MAYER	
15	V.	IN SUPPORT OF OPPOSITION OF PLAINTIFFS BLIZZARD		
16	Lilith Games (Shanghai) Co. Ltd., uCool, Inc., and uCool Ltd.,		AINMENT, INC. AND VALVE RATION TO UCOOL, INC.'S	
17	Defendants.		TO DISMISS FIRST ED COMPLAINT	
18		-		
19		DATE: TIME: CTRM.:	April 8, 2016 10:00 a.m. 6, 17th Floor	
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			CASE NO. 3:15-cv-04084-CR	

DECLARATION OF MARC E. MAYER

Mitchell Silberberg & Knupp LLP 7420216.1 I, Marc E. Mayer, declare as follows:

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1. I am an attorney at law, duly licensed to practice law in the State of California. I am, through my professional corporation, a partner at the law firm Mitchell Silberberg & Knupp LLP, counsel of record for Plaintiffs Blizzard Entertainment, Inc. and Valve Corporation (collectively, "Plaintiffs") in this action. Unless otherwise stated, I have personal knowledge of the following facts and, if called and sworn as a witness, could and would competently testify thereto under oath.

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2. On January 15, 2016, the Court held an initial case management conference in this action. Following the case management conference, uCool's counsel advised me that uCool intended to file a motion on the grounds that Valve's copyright registration for Dota 2 did not permit it to maintain an action for any elements of Dota 2 that are also contained in DotA. On February 4, 2016, I wrote an email to uCool's counsel stating that while Plaintiffs did not believe that a separate registration for DotA was necessary, Plaintiffs would file such a registration in order to avoid the time and expense of filing and opposing a motion based on what was, at most, a

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curable defect. Attached hereto as **Exhibit 1** is a true and correct copy of my email.

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3.

two Applications for Copyright Registration, one for DotA version 6.83 (the most recent version) and one for DotA Beta 2 (the very first version released to the public). Attached hereto as **Exhibit**

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2 is a true and correct copy of the copyright registration for DotA version 6.83. Attached hereto as

On February 5, 2016, I caused to be filed with the United States Copyright Office

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Exhibit 3 is a true and correct copy of the copyright registration for DotA Beta 2. Also, attached

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hereto as **Exhibit 4** is a true and correct copy of the copyright application for DotA version 6.83,

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which was a paper filing. Notably, the registration was issued on the electronic form, even though the application was filed using the paper form.

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4. On February 12, 2016, I caused to be filed an Application for Copyright Registration for DotA 6.68, released in 2010. Attached hereto as **Exhibit 5** is a true and correct copy of the copyright registration for DotA 6.68.

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- 5. Attached hereto as **Exhibit 6** is a true and correct copy of a screen capture from the Copyright Office electronic registration form, reflecting the screen presented to a user to input the name of preexisting works. The language presented in this form cannot be modified in any manner.
- 6. Attached hereto as **Exhibit 7** is a true and correct copy of the paper form TX, which I obtained from the Copyright Office website.
- 7. Attached hereto as **Exhibit 8** is a true and correct copy of Copyright Office Circular 14, which I obtained from http://copyright.gov/circs/circ14.pdf on February 22, 2016.
- 8. Attached hereto as **Exhibit 9** is a true and correct copy of a web page from the United States Copyright Office Website titled "Help: Limitation of Claim," which I caused to be captured from the URL http://www.copyright.gov/eco/help-limitation.html.
- 9. Attached hereto as **Exhibit 10** is a true and correct copy of the Declaration of Jacky Cheung, filed *by uCool* in the action *Lilith Games (Shanghai) Co., Ltd. v. uCool, Inc.*, Case No. 3:15-cv-01267, on July 17, 2015, apparently drafted by uCool's counsel. I obtained this document from the Court's ECF system. Paragraph 14 of the Declaration appears to contain two screen captures of Heroes Charge: one from August 2014 and one from July 2015.
- 10. Attached hereto as **Exhibit 11** are true and correct copies of pages from the "Heroes Charge Wiki" concerning the characters "War Chief" and "Rifleman." These pages are available at the URLs http://heroes-charge.wikia.com/wiki/heroes-charge.wikia.com/wiki/Rifleman. The pages display an image of the Hero Card for "War Chief" that is different from the one attached to Mr. LaFond's declaration (Ex. 18). This page also notes:

Garl is based on King Leoric, known as The Skeleton King, from the Diablo franchise (more specifically from Diablo III). In the original release of Heroes Charge, his old appearance looked similar to The Skeleton King from the first Diablo game. Garl's DOT Arena counterpart is Leo, which further confirms that both characters are inspired on King Leoric.

11. Attached hereto as **Exhibit 12** is a true and correct copy of an excerpt from uCool's responses to Plaintiffs' first set of document requests. In response to Plaintiffs' request that it produce "a copy of each and every version of HEROES CHARGE, including alpha and beta

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1	versions of the game software, for any platform," uCool lodged objections and has claimed that is		
2	does not have possession of its game. To date, uCool has not produced a single copy of "Heroes		
3	Charge."		
4	12. Attached hereto as Exhibit 13 is a true and correct copy of a printout of a forum		
5	posting titled "Regarding Artwork of Characters," from uCool's Heroes Charge forum, located a		
6	http://forum.ucool.com/showthread.php?13041-Regarding-artwork-of-heroes.		
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8	I declare under penalty of perjury that the foregoing is true and correct.		
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10	Executed on this 1st day of March, 2016, at Los Angeles, California.		
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13	Marc E. Mayer		
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